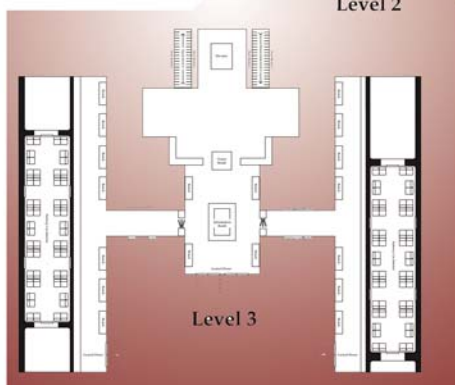
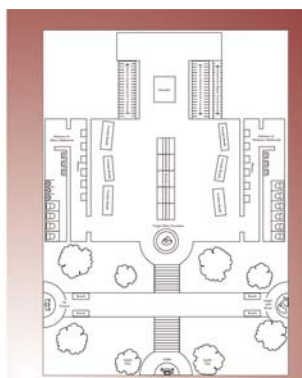


GURPS

Fourth Edition

Locations: Metro of Madness



Written by **FADE MANLEY** and **BEVAN THOMAS**

Edited by **NIKOLA VRTIS**

Illustrated by **ALEX FERNANDEZ** and **BEN WILLIAMS**

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-1411

Version 1.0 – March 2009



CONTENTS

INTRODUCTION	3	SYMBOLISM OF THE TUNNELS	21
<i>About GURPS</i>	3	The Station as a Ritual	22
About the Authors	3	<i>Mural Wisps</i>	22
1. THE STATION THAT LUKE BUILT	4	Mana and the Metro System	23
HISTORY OF THE STATION	4	RAIL SHAMANISM	23
The Man Himself	4	<i>Daniel Walks-the-Rails</i>	24
Reasons for Construction	4	Rail Shaman	25
EXPLORING THE STATION	5	NEW SPELLS	25
Level One	5	SPIRITS OF THE SUBWAY	27
Level Two	5	New Special Enhancement	27
Level Three	6	Genii Loci of the Metro	27
Mind the Gap	6	<i>Ghost Metro</i>	27
<i>Urban Legends</i>	6	<i>Miriam, Genius Loci of Samuel Luke Station</i>	28
Riding the Trains	7	Subway Ghost	29
Variants	7	<i>Andy Miller</i>	29
MAP OF SAMUEL LUKE STATION	8	ILLUMINATED ARCHITECTURE	30
2. PASSENGERS ON THE SUBWAY	10	UNDERGROUND HEADQUARTERS	30
STATION TRAFFIC	10		
TEMPLATES	11		
Cultist	11		
<i>New Skill Specialties</i>	11		
Timothy “Tim” Hudson	11		
Metrophile	12		
Richard Chan	12		
Pickpocket	13		
Megan “Rose” Sinclair	13		
Serial Killer	13		
Harold McDowell	14		
Urban Explorer	15		
Jordan Spenser	15		
OTHER PROMINENT NPCs	16		
Amelia Hernandez	16		
Catherine “Cathy” Madison	16		
Mad Mort	17		
Peter “Master Vassago” Norton	17		
Reynard Gray	18		
Valerie Summers	19		
3. THE MYSTERIES OF THE TRACKS	20		
CATACOMBS BENEATH THE CITY	20		
Troglodytes	20		
Chthonic Demon	21		
<i>Chthonic Disciples</i>	21		

You don't look at each other on the subway.

– Simon Pegg

4. PUTTING IT ALL TOGETHER	31
THE STATION AND THE CITY	31
THE STATION IN OTHER GENRES	31
Cyberpunk	32
Fantasy	32
Infinite Worlds	32
Science Fiction	32
Steampunk	32
<i>In Nomine</i>	32
Supers	32
<i>Changing the Mood</i>	32
BIBLIOGRAPHY	33
Nonfiction	33
Fiction	33
GURPS Supplements	33
Other Books	33
INDEX	34

GURPS System Design ■ STEVE JACKSON
 GURPS Line Editor ■ SEAN PUNCH
 e23 Manager ■ STEVEN MARSH
 Page Design ■ PHIL REED and
 JUSTIN DE WITT

Managing Editor ■ PHILIP REED
 Art Director ■ WILL SCHOONOVER
 Production Artist & Indexer ■ NIKOLA VRTIS
 Prepress Checker ■ MONICA STEPHENS
 Marketing Director ■ PAUL CHAPMAN

Director of Sales ■ ROSS JEPSON
 Errata Coordinator ■ WARREN
 MacLAUCHLAN MCKENZIE
 GURPS FAQ Maintainer ■
 VICKY “MOLOKH” KOLENKO

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. Pyramid, e23, Metro of Madness, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. GURPS Locations: Metro of Madness is copyright © 2009 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

INTRODUCTION

GURPS Locations: Metro of Madness explores Samuel Luke Station, a subway stop that can become part of a city transit system. It is the disquieting magnum opus of a maverick artist, filled with vandalized stone angels and coated with cryptic graffiti . . . a place that has accumulated dark urban legends and fills passersby with curiosity and fear. This **GURPS Fourth Edition** supplement covers the layout and history of Samuel Luke Station, the most prominent people connected with it, and how this station can play a role in a wide variety of campaigns, especially in illuminated and supernatural settings.

ABOUT THE AUTHORS

Fade Manley lives in Austin, which she has never quite forgiven for being located in Texas. Despite having designed **SPANC (Space Pirate Amazon Ninja Catgirls)** and living with four cats at home, she is not at all obsessed with felines, and she has carefully excised all other mentions of cats but one from this manuscript just to prove that point. She is working on a cliched YA fantasy novel when not wasting all her time on role-playing games online.

After communicating with customers almost exclusively through e-mail for years, she has become entirely resigned to being addressed as “Mr. Manley” and “Dear sir:” in business communication.

Bevan Thomas lives in Victoria, B.C., where he writes, reads, and ponders the infinite. His articles have appeared in several magazines, including *Knights of the Dinner Table*, *Webcomics World*, and *Pyramid*, and he has contributed to books published by Bastion Press and White Wolf. Many journeys on Vancouver’s metro system inspired this supplement, which was shaped by his love of mythology, conspiracies, gothic adventure, and fringe mysticism. He is

writing a pretentious, deeply personal novel, and he hopes to get it published.

Bevan wishes to thank Graham Fox, former head of the British Columbia Rhinoceros Party and a true scholar of the bizarre, for all his help and support. He also expresses gratitude to his brothers Alexander, Gwyn, and Ian for their excellent ideas, and Ryan Elias, whose LARPs served as the initial inspiration for this book.

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what’s new at www.sjgames.com/gurps.

e23. Our e-publishing division offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to e23.sjgames.com.

Pyramid (www.sjgames.com/pyramid). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from e23!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The **GURPS Locations: Metro of Madness** web page is located at www.sjgames.com/gurps/books/locations/metroofmadness.

Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

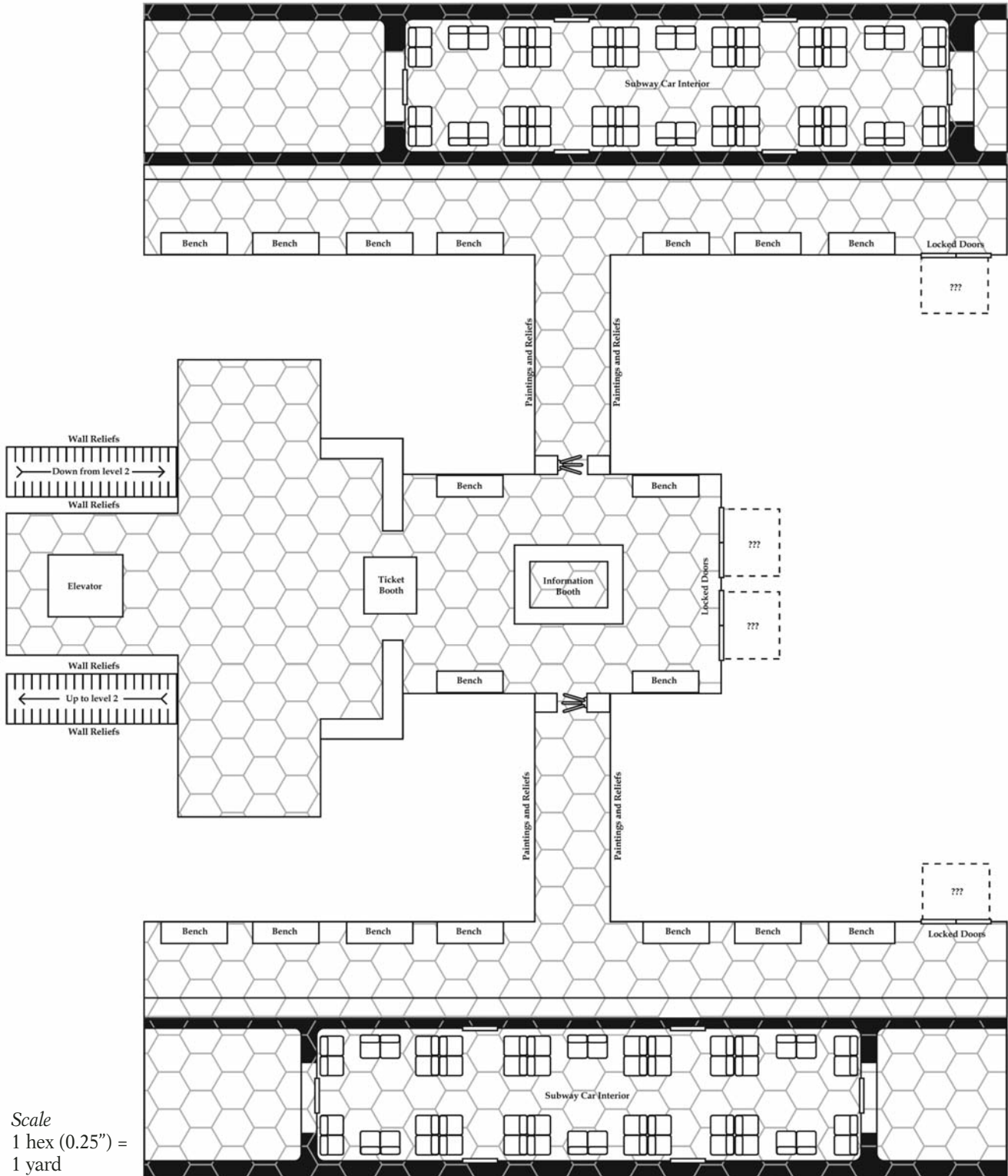
Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

*Harshly articulate, musical steel shell
Of angry worship, hurled religiously
Upon your business of humility
Into the iron forestries of Hell.*

– Allen Tate, “The Subway”

SAMUEL LUKE STATION

LEVEL THREE



Variants

McDowell's stats assume that neither Japhet nor Rakkath exist. If, they do, replace Delusion and Phantom Voices with an appropriate Duty, Enemy, and Patron. If Japhet is a real entity, it has imbued McDowell with supernatural power, which could be represented by such advantages as Blessed, Illuminated, True Faith, or even Power Investiture.

URBAN EXPLORER

65 points

You participate in "urban exploration," which means you investigate buildings and other structures that are usually off-limits or hidden from the public. Targets of urban exploration are usually divided into three categories: abandoned sites; buildings in active use; and tunnels, such as steam tunnels, sewers, and transit access corridors. You may specialize in one category, or explore all three with equal enthusiasm.

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 13 [10]; FP 12 [3]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: 15 points chosen from among Absolute Direction [5], Acute Sense [2/level], Contact Group (Urban-explorer community) [Varies], Danger Sense [15], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level], Less Sleep [2/level], Luck [15], Night Vision [1/level], Perfect Balance [15], Reputation (Among urban explorers) [Varies], or Single-Minded [5].

Disadvantages: -30 points chosen from among Careful [-1], Curious [-5*], Imaginative [-1], Impulsiveness [-10*], Insomniac [-10 or -15], Light Sleeper [-5], Loner [-5*], Obsession [-5 or -10*], Overconfidence [-5*], Shyness [-5 or -10], or Stubbornness [-5].

Primary Skills: Urban Survival (A) Per+1 [4]-14. • *Two* of Climbing (A) DX+1 [4]-12; Area Knowledge (City) (E) IQ+2 [4]-13; Cartography/TL8, Hidden Lore (any city-related), or Navigation/TL8 (Land), all (A) IQ+1 [4]-12; Geography/TL8 (Regional) (H) IQ [4]-11; Hiking (A) HT+1 [4]-12; or Observation (A) Per+1 [4]-14.

Secondary Skills: *Two* of Forced Entry or Jumping, both (E) DX+1 [2]-12; Stealth (A) DX [2]-11; Electronics Operation/TL8 (Security), Fast-Talk, Lockpicking/TL8, Occultism, Photography/TL8, or Research/TL8, all (A) IQ [2]-11; Artist (Graffiti) (H) IQ-1 [2]-10; or Swimming (E) HT+1 [2]-12.

Background Skills: *One* of Brawling (E) DX [1]-11; Driving/TL8 (any) (A) DX-1 [1]-10; Computer Operation/TL8, Current Affairs/TL8 (any), or First Aid/TL8, all (E) IQ [1]-11; or Running (A) HT-1 [1]-10.

* Multiplied for self-control number; see p. B120.

Jordan Spenser

144 points

Jordan Spenser is one of the most active urban explorers in the city. He specializes in tunnels, and he has dedicated himself to mapping out the city's entire underground. Spenser is fascinated by Samuel Luke Station and the rumors associated with the it, particularly the idea that someone has concealed a network of tunnels underneath.

Thanks to a small inheritance, Jordan gets by with little work, permitting him to focus most of his attention on his explorations. He "marks" various places he has visited with graffiti. He particularly enjoys leaving cryptic messages, such as "The Devil Rides at the Blood Moon." He is responsible for many of the tags in Samuel Luke Station.

Jordan is a frequent commenter on Richard Chan's (pp. 11-12) blog. He knows anyone who spends much time in the station, from the pickpockets to the night custodian. He is willing to make introductions for anyone interested in the station – anyone but figures of authority and law enforcement officers, that is.

At 5'11" and 145 lbs., Jordan is a thin brown-haired man with brown eyes. Spenser, age 25, usually dresses in a long trench coat, wide-brimmed hat, gloves, work clothes, and rubber boots.

*We must go beyond textbooks,
go out into the bypaths and
untrodden depths of the wilderness
and travel and explore and tell the
world the glories of our journey.*

– John Hope Franklin

ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 12 [20].

Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 14 [10]; FP 13 [3].

Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8. 5'11"; 145 lbs.

Social Background

TL: 8 [0].

CF: Western [0].

Languages: English (Native) [0].

Advantages

Acute Hearing 2 [4]; Contact (Richard Chan; Hobby Skill (Metro)-12; 9 or less; Usually Reliable) [2]; Daredevil [15]; Fearlessness 3 [6]; Independent Income 5 [5]; Single-Minded [5].

Disadvantages

Curious (12) [-5]; Insomniac (Severe) [-15]; Obsession (Discovering what lies below Samuel Luke; 12 or less) [-5]; Stubbornness [-5].

Skills

Area Knowledge (The City) (E) IQ+2 [4]-14; Area Knowledge (Neighborhood Around Samuel Luke Station) (E) IQ+3 [8]-15; Artist (Graffiti) (H) IQ-1 [2]-11; Cartography/TL8 (A) IQ+1 [4]-13; Climbing (A) DX+1 [4]-12; Computer Operation/TL8 (E) IQ+1 [2]-13; Driving/TL8 (Automobile) (A) DX-1 [1]-10; First Aid/TL8 (E) IQ [1]-12; Forced Entry (E) DX+1 [2]-12; Geography/TL8 (Regional) (H) IQ [4]-12; Hiking (A) HT [2]-12; Lockpicking/TL8 (A) IQ-1 [1]-11; Navigation/TL8 (Underground) (A) IQ+1 [4]-13; Occultism (A) IQ+1 [4]-13; Research/TL8 (A) IQ+1 [4]-13; Stealth (A) DX+1 [2]-12; Urban Survival (A) Per+1 [4]-15; Writing (A) IQ-1 [1]-11.

RAIL SHAMAN

100 points

Attributes: ST 9 [-10]; DX 10 [0]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 10 [2]; Will 13 [0]; Per 13 [0]; FP 13 [6]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Ritual Magery 2 (Pact: Ritualism, -5%) [24]. ● 30 points chosen from among Ally (familiar) [Varies], Ally Group (other shamans of the same tradition) [Varies], Auto-trance [1], Channeling [10], Language [Varies], Medium [10], Oracle [15], Patron (Spirit Guide) [Varies], Reputation (among mystics) [Varies], Single-Minded [5], Spirit Empathy [10], or Will [5 points/level].

Disadvantages: Disciplines of Faith (Ritualism) [-5]. ● -35 points chosen from among Bad Temper [-10*], Curious [-5*], Delusions [-5, -10, or -15], Duty [Varies], Obsession [-5* or -10*], Loner [-5], Phantom Voices [-5, -10, or -15], Secret [-5 to -30], Sense of Duty [-2 to -15], or Wealth (Dead Broke) [-25] or Wealth (Poor) [-15] or Wealth (Struggling) [-5].

Primary Skills: Ritual Magic (Rail Shamanism) (VH) IQ+2 [8]-15†. ● 22 points in college skills, which will be (VH) IQ+2 [8]-15†, and spells, which will be bought as Hard techniques that default to the associated college skill with +2 for Ritual Magery.

Secondary Skills: Three of Hidden Lore (Metro), Hidden Lore (Spirit Lore), or Occultism, all (A) IQ [2]-13; Hobby Skill (Metro), Naturalist, Religious Ritual (Rail Shamanism), Symbol Drawing, or Theology (Rail Shamanism), all (H) IQ-1 [2]-12; Herb Lore (VH) IQ-2 [2]-11; Dreaming or Meditation, both (H) Will-1 [2]-12; or Urban Survival (A) Per [2]-13.

Background Skills: Two of Brawling, Guns (Pistol), or Knife, all (E) DX [1]-10; Staff (A) DX-1 [1]-9; Area Knowledge (any) or Panhandling, both (E) IQ [1]-13; Navigation (A) IQ-1 [1]-12; or Observation (A) Per-1 [1]-12.

* Multiplied for self-control number; see p. B120.

† Includes +2 for Ritual Magery.

NEW SPELLS

The following new spells would be useful in an urban fantasy campaign centered on Samuel Luke Station or using metro systems regularly.

Rail Communication

Regular

Lets a caster who is standing on a rail communicate telepathically with one willing subject located somewhere else along the same rail line (sitting in a station, on a train, etc.). The result is a two-way communication similar to the Telepathy spell (*GURPS Magic*, p. 47), except that the characters' thoughts are not shared, simply the words that they wish to send to the other person. The recipient of the spell may choose to accept or reject the attempt to communicate. If he refuses, the spell ends. The spell also ends if one of the characters is no longer near a rail of the same system.

This a Communication and Empathy spell and Technology (Machine) spell.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.

Time to cast: 5 seconds.

Prerequisites: Mind-Sending and Seek Machine/TL (at the metro system's tech level).

Prerequisite Count: 6.

Item

Cap, crown, helmet, or other head-gear. Usable only by mages. *Energy cost to create:* 1,500.

Rail Teleport (VH)

Special

This spell allows a caster who is standing on or by a rail to teleport himself to anywhere alongside that particular line.

This functions like the Teleport spell (*GURPS Magic*, p. 147) except that the caster is automatically assumed to be familiar with any place along the line, there is no skill penalty no matter how far it is, and the cost is half what it is for a normal Teleport (round up).

This spell belongs to the Gate, Movement, and Technology (Machine) colleges.

Cost: See Teleport, p. 147 of *GURPS Magic*.

Prerequisites: Flight and Seek Machine/TL (at the metro system's tech level).

Prerequisite Count: 4.

Item

Staff or wand. Usable only by mages. *Energy cost to create:* 2,000.

Fear has many eyes

And can see things underground.

– Miguel de Cervantes

Saavedra, Don Quixote

Rail Teleport Other (VH)

Regular; Resisted by Will+1

Same as Teleport Other (p. M147), except that the caster must be beside a rail, and the subject may only be teleported along the rail-line in a manner identical to Rail Teleport.

This spell falls under the Gate, Movement, and Technology (Machine) colleges.

INDEX

- Architecture, 4-7, 22, 30.
Art, 4-7, 22, 30.
Aspected mana, 23.
Bibliography, 33.
Catacombs, 20-21.
Chan, Richard, 12-13.
Changing the mood, 32.
Children of Lilith, 11.
Chthonic demon, 21.
Chthonic Disciples, 21.
Chthonomancy, 26.
Code in architecture, 30.
Conspiracies, 18, 30.
Controlled Phenomena enhancement, 27.
Courtyard, 5, 7, 10, 28; *see also Garden*.
Cultist template, 11.
Cultist temple, 17, 30.
Cyberpunk genre, 32.
Daniel Walks-the-Rails, 24.
Darkness mana aspect, 23.
Distraction for conspiracy, 30.
Divination methods, new, 26.
Elemental spells, 26.
Enhancement, new, 27.
Escalators, 5, 6.
Experiment, station as, 30.
Fantasy genre, 32.
Francis of Assisi statue, 5.
Gap between platform and train, 7.
Garden, 5, 11; *see also Courtyard*.
Genii loci of the metro, 27-29; *of Samuel Luke Station*, 28; *template*, 29.
Genres, using station in various, 31-33.
Ghost metro, 27.
Government laboratory, 30.
Graffiti, 5, 6, 15, 22, 26.
Graffitomancy, 26.
Gray, Reynard, 18, 30.
GURPS, 3, 23; **Cthulhupunk**, 32; **Cyberpunk**, 32; **Fantasy**, 23; **Fantasy**, 32; **Illuminati**, 33; **In Nomine**, 32; **Infinite Worlds**, 32; **Magic**, 25, 26; **Places of Mystery**, 30, 33; **Screampunk**, 32; **Space**, 32; **Spirits**, 33; **Steampunk**, 32; **Supers**, 32; **Thaumatology**, 23.
Hazards, 6-7.
Headquarters, 30.
Hernandez, Amelia, 10, 16.
Hidden Lore (Metro) skill, 11.
History, 4.
Hobby Skill (Metro) skill, 11.
Hudson, Timothy, 11-12.
Illuminati, 30.
In Nomine, 32.
Intercoms, 7.
Infinite Worlds, 32.
Layout, 5-6, 8-9.
Level One, 5, 8.
Level Three, 6, 9.
Level Two, 5, 8.
Ley lines, 23.
Lilith statue, 5, 6, 11, 22.
Luke, Samuel, 4, 6, 22, 30.
Mad Mort, 17.
Madison, Catherine, 16-17.
Magic, 22-26.
Mana and the metro system, 23.
Map, 8-9.
Master Vassago, 17-18.
McDowell, Harold, 14.
Metal elemental, 26.
Metromancy, 26.
Metrophile template, 12.
Miller, Andy, 29.
Miriam, 28.
Mural wisps, 22.
Murals, 22; *see also Art and Graffiti*.
Mystical uses, 21-23, 30.
Neighborhood, 4, 7, 10, 16, 31.
Norton, Peter, 17-18.
One Kind of Phenomenon enhancement, 27.
Other prominent NPCs, 16.
Paranormal phenomena, *common*, 27; *enhancement*, 27.
Pickpocket template, 13.
Plastic elemental, 26.
Racial templates, 21, 29.
Rail Communication spell, 25.
Rail shamanism, 23-25.
Rail Shaman template, 25.
Rail Teleport Other spell, 25-26.
Rail Teleport spell, 25.
Random Phenomena enhancement, 27.
Reasons for construction, 4.
Riding the trains, 7.
Ritual, station as, 22-23.
Science fiction genre, 32.
Sculptures, *see Statues*.
Secret masters, headquarters of, 30.
Secret societies, 18, 30.
Secret tunnels, 6, 20.
Serial Killer template, 13-14.
Serpent's Young, 17-18, 24.
Sinclair, Megan "Rose," 13.
Skills, new specialties for, 11.
Spells, new, 25-26.
Spenser, Jordan, 15.
Spirits of the subway, 27-30.
Station traffic, 10.
Statues, 4-7, 11, 22, 28, 30.
Steampunk genre, 32.
Street level, 5.
Subway Ghost meta-trait, 29.
Summers, Valerie, 110.
Supers genre, 32.
Symbolism of the tunnels, 21.
System Switch spell, 26.
Templates, 11-15, 21, 25, 29.
Terror advantage, 27.
Tracks, dangers of, 6, 7.
Train Teleport spell, 26.
Troglobytes, 20-21.
Tunnels, 6, 7, 15, 20-21, 30; *cultist temple*, 17, 30; *magic and*, 23, 26; *symbolism of*, 21-23.
Underground headquarters, 30.
Urban Explorer template, 15.
Urban legends, 6.
Vandalism, 5, 7, 22; *see also Art and Graffiti*.
Vassago, 17-18.
Virgin Mary statue, 5, 28.
Washrooms, 5.
Wisdom mana aspect, 23.

Your destiny's inscribed upon the streets wherein you grew; upon the horse you ride each day . . . Our story's written, Netley, inked in blood long dry, engraved in stone.

*– Alan Moore, **From Hell***

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com